SET UP PROCEDURE FOR H.E.S. 6-IN-1 CARTRIDGE

1. Make sure the power switch on your control deck is **OFF.**
2. Insert game cartridge.
3. Turn the power switch ON and the title page will come on.
4. If title page does not come on or it flashes, switch your control deck **OFF,** remove cartridge and go back to SET UP PROCEDURES STAGE 2.

MENU SELECTION

IMPORTANT - Before selecting game, press reset on your Game System once.

1. Use up and down control pad to move arrow and select game of your choice.
2. Press start.

PRECAUTIONS

This is a state-of-the-art game cartridge with very sensitive electronic components inside. Please use the following cautions:

- Do not store in places that are very warm or very cold.
- Do not attempt to take it apart.
- Try not to either drop or hit the cartridge.
- Never insert fingers or metal objects into the open part of the cartridge. Also, do not attempt to clean with benzene, paint thinner, alcohol or other such solvents.
- Store the cartridge in its supplied case when not in use.
- Always make sure that your Game System is turned **OFF** when inserting or removing the Game Cartridge.
- If using an input device other than a Control Pad please read the appropriate instruction booklet prior to beginning this game for correct installation into your system.

COSMOS COP — INSTRUCTIONS

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In the year A.D. 2010, invaders from Beta Star in the Alienation Space attacked the Galaxy with intentions to colonize the territory. One after another, Terror Legions were dispatched to invade and to occupy each and every one of the celestial body.

Numerous defensive troops were dispatched by the Universe Defense Headquarters, but all disappeared into the vast universe... The Galaxy was on the verge of being over-come by this evil power.

As a last resort, the Galaxy Comman[illegible]nt out his best arsenal concoction--COSMOS CO[illegible] the mission of wiping out the Beta Star invade[illegible]nd to [illegible]eguard the Galaxy. To do so, the COSMOS [illegible]P must [illegible]etrate into the space, destroy the install[illegible]ns of the [illegible]rror Legion, totally annihilate the in[illegible]er peace for the Galaxy.

1. Getting Started

A. After the theme graphic shows on screen, push Start.
B. Story tele-types on the screen, Mission I is given.
C. This game has 6 levels, each with a given Mission:

a. Mission I : Crossover outside defense area.
b. Mission II : Go into the Volcanos Area.
c. Mission III : Blast the Arsenal.
d. Mission IV : Explode the Power Station.
e. Mission V : Attack the Fortress.
f. Mission VI : Kill the Chief.

When the final mission is accomplished, the name of the game programmer shows on the screen.

2. THE CONTROL PAD FUNCTIONS:

[illegible] To start [illegible]
[illegible] [SELECT] [illegible] used.
[illegible] : [illegible]move [illegible] Cosmos Cop [illegible]her dir[illegible]on.
[illegible]ng am[illegible]nition is possible [illegible]ring m[illegible]ment.
[illegible] [B] Key [illegible]o fire c[illegible]n consecutively, [illegible] limit.
[illegible] [A] Key To fire N[illegible]on Missile, Limit[illegible] Numb[illegible]n lower right corner of screen indi[illegible]s remai[illegible]ing round[illegible]

[illegible]OWER & NUMBER [illegible] COSMOS [illegible]

[illegible]ower of the COSMOS [illegible] in the lower left [illegible]er of the screen by the pink colo[illegible]r. Pow[illegible] is reduced each time being hit. When power goes to [0], the figure explodes. The remaining number of COSMOS COP, shown in the extreme lower right corner of the screen reduces.
When the number becomes [0], the game is over.

MAGIC CARPET — INSTRUCTIONS

Once a peaceful and quiet Baghdad city is invaded by an outer space devil tribe. The tribe captures the princess of Baghdad and turns the citizens of Baghdad into stone with an evil curse.

Prince Aladdin learns of the princess capture and he calls upon the genie from the magic lamp. The genie supplies the prince with a MAGIC CARPET and arrow and gives the prince directions to locate the outer space devil tribe.

Aladdin flies the MAGIC CARPET straight into the heart of the devil tribe. He will encounter many dangerous members of the devil tribe in his journey who can only be killed with a magic arrow. The prince will find monsters guarding every stage trying to keep him from the heart of the devil tribe but the brave prince will push onwards.

Will prince Aladdin destroy the evil tribe, lift the curse and save the deautiful princes and all the citizens of baghdad ?

1. GETTING STARTED

A. After the theme graphic shows on screen, push Start.
B. MAGIC CARPET game has 4 levels. In each level [illegible] of the [illegible] you must get rid of all little goblins and the big monster, then go into the next level.
C. When the 4 levels are finished, the name of the game programmer shows on the screen.

2. THE CONTROL PAD FUNCTIONS:

A. [A] Key : To shoot Arrows (succesively).
B. [B] Key : Not used.
C. [START] : To start game, or to pause.
D. [SELECT] : Not used.
E. : To move the character in either direction.
Firing is possible during movement.

3. GAME OBJECTIVES:

A. After a series of goblins are beaten, randomly one of the following treasure appears:
a. ♥ Life : Life of the character starts at 1. Each time of capture, Life increases by 4.
b. (P) POWER: Each time of capture will increase the character's Power until 5 is reached.
c. (S) SPEED : When captured, the character's agility is increased, one time only.
d. BONUS : Each time of capture will increase the character's Bonus by 1 point. When the Bonus point is over 9, this treasure is shown in the lower right corner of the screen.

B. The character's Life is indicated in the lower left corner of the screen when it is more than 1. When it equals to 1, no ♥ will be shown. The lower right corner of the screen indicates the Bonus.

C. During the 4th level of the game, an enemy appears.
After its killing, the treasure of a MAGIC LAMP appears. When captured, Life increases to 80, you become invincible.

D. Each time you go through a Level, you retain the same Life and Power from the previous one.

BALLOON MONSTER — INSTRUCTIONS

The main idea of this game is to emphasize the theory of "To exchange Time with Space" Even though this game does not have time limitations, however, the bouncing of the Balloon becomes lower and lower until it rolls on the surface and leaves no space. The game then can not be continued as if time is over.

The other feature of this game is the splitting of the Balloon. When a Balloon is being hit by a bullet, it splits into four small ones. You must hit all the Balloons before they all disappear. Therefore, you must try to hit the Balloon when it is at its highest bouncing height, thereby you will relatively gain more Time to hit the Balloons. Otherwise the Balloons fall lower and lower, which represent the Time left is becoming shorter and shorter.

When you hit and all the Balloons disappear, then you will go into another level.

1. GETTING STARTED:

A. After the theme graphic shows on screen, push Start.
B. The screen now show the Stage No. and REST which indicates the number of games left.
C. Altogether this game has 50 levels. After finishing the 50 levels, it recycles to level 1. Each time you go into another level, REST increase by 1 until a maximum of 20 is reached.

2. CONTROL PAD FUNCTIONS:

A. [A] [B] Keys: To shoot bullets [successively]
B. [START]: To start game, or to pause.
C. [SELECT]: Not used.
D. ↕ : Not used.
E. ↔ : To move the character in either direction.
When Left/Right Key and [A]/[B] key are pressed at the same time, the character moves to Left or Right with no firing. Movement has priority.

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ADAM AND EVE — INSTRUCTIONS

Adam and Eve were freely and happily playing in the Garden of Eden. But evil and hypocritical Snakes made their lives unsafe and miserable. In order to protect themselves and their Garden of Eden, Adam and Eve tried to chase the Snakes out of the Garden. Unfortunately, the Snakes always outwitted Adam and Eve. Who is going to get an upper hand in this warfare? No one knows.

Please render your spiritual support in action.

1. THE CONTROL PAD FUNCTIONS:

A. [B] Key: Fast speed ascending.
B. [A] Key: Slow speed ascending.
C. ↔ : Together with [A] and [B] Keys, the character glides in either direction.
D. [START]: To start game, or to pause.
E. [SELECT]: Not used.

2. COMMENTS:

A. When the balloon on top of the character's head hits the sharp edge of structure, it will become smaller.
B. When the balloon is hit by the monster's tail, it will also becomes smaller.
C. After three hits, the character is killed and become an angel.
D. Try to move the character towards an apple which can change into a pump, which in turn can inflate the balloon and give more life.
E. Try to puncture the balloon on each monster's head and then kick the monster to death.
F. After all monsters are kicked out, you will go to another level.
G. This game has 40 Lerels.

PORTER — INSTRUCTIONS

This game is to test your I.Q. and reflex capability. There are altogether 25 levels, each one becomes progressively more difficult. In each game, there are equal numbers of Stars and square Boxes. Your mission, as a Porter, is to PUSH each and every one of the Boxes to the Star position. Hey! remember, time is limited, you don't have all day!

1. GETTING STARTED:

A. After the theme graphic shows on screen, push Start.
B. The screen shows Stage, Life and Score numbers.
C. In each Stage, push all boxes to the Star position, then the next Stage appears.
D. When Life becomes [0], or when Score becomes [0], the game is over.

2. THE CONTROL PAD FUNCTIONS:

A. [START]: To start game, or to pause.
B. [SELECT]: Not used.
C. ✚ : To move the character in either directions.
D. [B] Key: When a Box is pushed into a corner, press [B] to start again.
E. [A] Key: Press [A] to push a Box.

3. SCORING RULES:

A. Starting with Stage I, the Score begins at 3,000 and Life begins at 3.
B. Each time you go into another Stage and maintain a Life of 3, the Score increases by 3,000.
C. Each reduction of Life will subtract 1,000 from the Score. Two Life reductions subtract 2,000 from the Score.

4. PRECAUTIONS:

A. Each Stage has its time limits. When time is up, the screen disappears and starts over again.
B. The Boxes can only be moved by "pushing", not by pulling or dragging.
C. When the Box is pushed into a corner, or having a tendency to go into a corner, then the game can not be finished.

BOOKYMAN — INSTRUCTIONS

In this community, there lived a Rat, a Beetle named BOOKYMAN, two Lizards and a Bug.

BOOKYMAN the Beetle loves to keep clean, and he promised to help the Rat to clean the streets. But these two Lizards always keep chasing BOOKY and causing lots of nuisance. In order to finish his cleaning work, BOOKY must go through the tunnels to avoid the Lizard's attacks or to use the Bulldozer Brush to chase the Lizards back home! and to kill the Bug who would otherwise mess up the streets.

1. GETTING STARTED:

A. After the theme graphic shows on screen, push Start.
B. When theme music stops, the [START] button is not being pressed, then demonstration of the game starts.
C. BOOKYMAN the Beetle can kill the Bug who mess up the streets. But BOOKY must use the Bulldozer Brush to defeat the Lizards.
D. This game has 8 levels.

2. THE CONTROL PAD FUNCTIONS:

A. [START]: To start the game, or to pause.
B. [A] Key: Not used.
C. [B] Key: Not used.
D. [SELECT]: Not used.
E. ✚ : To move the Beetle in either directions.